INSTRUCTION MANUAL



Loading Instructions

Amiga/Atari ST

Turn the computer off. Put the disk into drive and turn computer on. The game will autoboot. Leave the disk in while playing. **NOTE:** Make sure that the Famous Five disk is write protected!

IBM PC and Compatibles

Load MSDOS into the computer (see your computer manual for details) and insert the Famous Five disk into drive A. Type "FAMOUS" and press return key. The game will load. Follow any prompts to set up the game for your system.

The Story

The plot and characters in FAMOUS FIVE are closely based on Enid Blyton's book "Five on Treasure Island". No knowledge of the book is assumed at any point, enabling people who have never read any of the Famous Five books to get to grips with the game without difficulty.

The Famous Five are Julian, Dick, Anne, their cousin George (short for Georgina) and George's dog Timmy. At the start of the game, George's mother, Aunt Fanny, has invited then to stay with her in the seaside village of Kirrin, during the summer holidays.

You start the game playing the role of Julian but you may assume the identity of any of the four human members of the five, swapping between them at will and even splitting up! This will be explained in detail later on.

Playing the game

FAMOUS FIVE follows most of the conventions of adventure type games. The screen is divided into two windows. The top window displays any graphics, the location descriptions and gives detailed descriptions of any actions performed by yourself or any other character present. If more than one screen full of text is generated at any one time, the flashing message "more" will appear and the program will wait for a key-press before continuing. The lower window is used to display your input text, or instructions to the computer. If the program has any problems with obeying your commands for some reason, then any appropriate error message will also be displayed here.

FAMOUS FIVE was written using the "Worldscape" technique. Worldscape allows for the existence of many characters in the game who are fully independent and animated. The flexibility of the system ensures that any character (personality permitting) is capable of doing anything that you can!

Entering commands

On the Amiga and ST versions certain commands can be entered using a mouse and the pull down menus found along the top of the text entry window. To select one of these commands move the mouse pointer to the required category and press either button. A full menu will appear allowing you to select an option by dragging the hightlight bar up and down with the right mouse button held down. Release the button to choose that option. If you decide not to use any of the options then move the mouse away from the menu and release the button.

FAMOUS FIVE has a very sophisticated parser which can understand most of your commands in everyday English! Commands should be typed in when the flashing arrow prompt is visible at the bottom left corner of the screen. As a general rule, sentences should contain a verb and a noun e.g. PICK UP THE BOX or just TAKE BOX.

Where an instruction does not concern an object, just the verb can be used, e.g. WAIT.

English grammer applies, and usually, the order in the sentence of different parts is not important, e.g. GIVE DICK THE SANDWICHES or GIVE THE SANDWICHES TO DICK have the same effect.

Prepositions such as ON, OFF, INTO, OUT etc. can alter the meaning of some verbs such as: TURN ON THE WIRELESS SET, GO INTO THE ROWING BOAT, GET OUT OF THE TRAIN.

Using "AND"

You may use the word "AND" in the same way as you would in English. This means that you can perform more than one action at a time such as: TAKE THE BOX AND THE MONEY or DROP THE MONEY AND GO NORTH.

"THEN" may be used in a similar way.

Multiple entries may also be entered by placing a comma between your instructions such as - EAT SANDWICHES, GO NORTH, CLOSE DOOR.

Using "ALL" and "EVERYTHING"

The words "ALL" and "EVERYTHING" may be used along with most verbs, to perform that verb upon all objects present or carried by you. e.g. DROP EVERYTHING, OPEN ALL.

Abbreviation of commands

Directions can be abbreviated to just their first letter.

e.g. N for north, NW for north-west.

If space is a bit short (or if you're just feeling plain lazy), you may abbreviate all words to their first six letters.

The only limitation with your input, is that it should not be more than 62 characters long, or contain more than 16 words. If there are more than 16 words, then the computer will only act upon the first 16.

The DELETE key can, of course be used to delete mistakes, and the ESC key can be used to pull back your last input, and allow you to alter it. The F10 key will repeat the last command.

To help save you needless typing, the function keys have been predefined with the many useful commands. Try them out and see. Pressing shift along with function keys will generate a direction.

Objects

While playing the adventure, it will become necessary to pick up objects and carry them with you. Often, they will be food or drink, or they may help you to overcome some problem which you come across later on. Sometimes, they may have no use to you whatsoever! You will find some objects just lying around but others will be hidden, or kept inside cupboards etc, which will have to be opened first.

To pick up and carry an item with you, you simply TAKE it, e.g. TAKE THE POCKET MONEY.

To check on what objects you are currently carrying around with you, type INVENTORY or simply I.

To get rid of an object again, you merely DROP it, e.g. DROP THE MONEY.

You may also give objects directly to other people e.g. GIVE THE MONEY TO ANNE.

Other people

During your travels, you will meet many other characters, most of whom are independent and animated. You should know that conversing and interacting with them will be essential to completing the adventure. Often, other people may be able to do something you cannot (due to their personal characteristics), or might have valuable knowledge about something. Asking someone to break something might be useful if they are stonger than you, or asking someone to examine something might prompt them to reveal something they know or have noticed about the object. You can ask people to perform actions useful to you by using one of the following formats - ASK DICK TO TAKE THE ROPE or SAY TO DICK TAKE THE ROPE or TELL DICK TO TAKE THE ROPE.

These can be abbreviated to just the person's name if you wish, e.g. DICK TAKE ROPE.

You can ask people direct questions by using the word "ABOUT", e.g. ASK AUNT FANNY ABOUT GEORGE or AUNT FANNY TELL ME ABOUT GEORGE.

If you just wished to be friendly, you could try - TALK TO GEORGE or SAY TO GEORGE HELLO.

Don't expect everyone to fall over themselves to help you. In some cases, you might need to use some kind of persuasion, or do some kind of favour for them first. Whether someone co-operates with you will depend upon a number of factors, such as how they are feeling, what they are currently doing, how they feel towards you etc.

Light and dark

Some locations you visit, will have no natural light, and you will not be able to see anything unless you have with you an object which gives off light such as a lantern. You may travel in total darkness if you wish but beware, it is very easy to become lost and disorientated!

Changing characters

As mentioned previously, FAMOUS FIVE permits you to become any of the human characters: Julian, Dick, Anne and George at any time, and continue playing by taking over this role. This is done by using the "BECOME" command, e.g. BECOME JULIAN. This feature allows characters to split up and lets you switch between them. Indeed, some problems you encounter can only be overcome by splitting up in this way. To split up, you merely have to ask a person to move to another location, e.g. TELL ANNE TO GO SOUTH.

If you should forget which character you are currently controlling, you can refresh your memory by typing - WHO AM I or simply WHO.

Each character will be better suited to some tasks rather than others, depending upon their personal characteristics. You may find the following information to be of some help.

Julian - Is the oldest and the most intelligent. He is also quite strong.

Dick - Is the greediest and has the thinnest build. He is also quite strong, but perhaps not as strong as Julian.

Anne - Is the youngest. She is also the weakest and the most easily scared. Anne tends to look up to Julian.

George - Is the bravest and has a quick temper. She likes to be treated as if she were a boy, and is the best swimmer. George can be rather difficult at times!

Timmy - George's dog. He adores his mistress and will do his best to stay close by her. For a dog, he is remarkably intelligent but unfortunately he has a weakness where rabbits are concerned!

FAMOUS FIVE is ideal to play with your friends as a multi-player adventure, with each person controlling a character, and taking over every few turns or so.

Special adventure commands

These help you to control the game and use up no "game time".

VERBS or V - Gives a list of accepted verbs and special commands.

LOOK or L - Fully re-describes your current location. Any people or objects present will be shown in blue. The program will automatically do a "LOOK" whenever you enter a location for the first time, or load up a saved game position, or change to a character in a different location.

INVENTORY or I - List any objects which you are currently carrying.

FORMAT - Used to prepare a data disk for saving current games. Disks must be prepared using this command. (also available from the pull down menus). Please note that this command completely wipes a disk, so make sure that you do not use a disk that already contains data you may wish to keep!

DIR - Lists all saved games on the disk currently in the drive.

SAVE - Saves your progress so far to disk.

RAMSAVE - Saves your progress so far to RAM(computer memory). BEWARE, this will be lost when the computer is switched off!

LOAD - Re-loads a saved game from disk.

RAMLOAD - Re-loads a saved game from RAM.

SCORE or SC - Gives your score so far as a percentage.

PAUSE or P - Pauses the game until a key is pressed. This is useful because normally, if nothing is typed after a short while, the program will assume that you wish to "WAIT".

QUIT - Quits the game, and allows you to re-start from scratch!

NOPIX - Turns the graphics off.

PIX - Turns the graphics back on again.

BECOME (name) - Allows you to control a different character.

Viewing Graphics

On the Amiga and ST the graphics commands above can be used in conjunction with the mouse pointer to enable you to change the size of the graphics window. This means that you can shrink the amount of picture visible to enable you to see more of the text at any time. To alter the graphics you should move the mouse pointer to the inverse bar across the

top of the text area (where the menu options are printed). Place it at any point that is **not** on top of a menu then hold down the mouse button and slide the mouse up or down to change the window. When you have chosen the size required release the mouse button and the program will update both the windows.

Hints and tips

(1) - Reading the book "Five on a Treasure Island" will obviously help, but beware, many new problems have been added, while others have been changed altogether.

(2) - Have a pen and paper handy, as some message will only appear once!

(3) - Make good use of the EXAMINE verb to get more information about objects and people.

(4) - Remember, other people can carry things too.

(5) - Try to change characters regularly. Often, certain characters will notice or do something in certain situations, which would otherwise be missed.

(6) - Don't rush through the game. Not only will you miss much, but your enjoyment of the game will also be very much reduced.

Good luck, and try not to get on Uncle Quentin's nerves!

Based on the books by Enid Blyton. Designed by Colin Jordan Written by Nick Byron. Graphics by Michael Hanrahan.

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